

FIG. 1

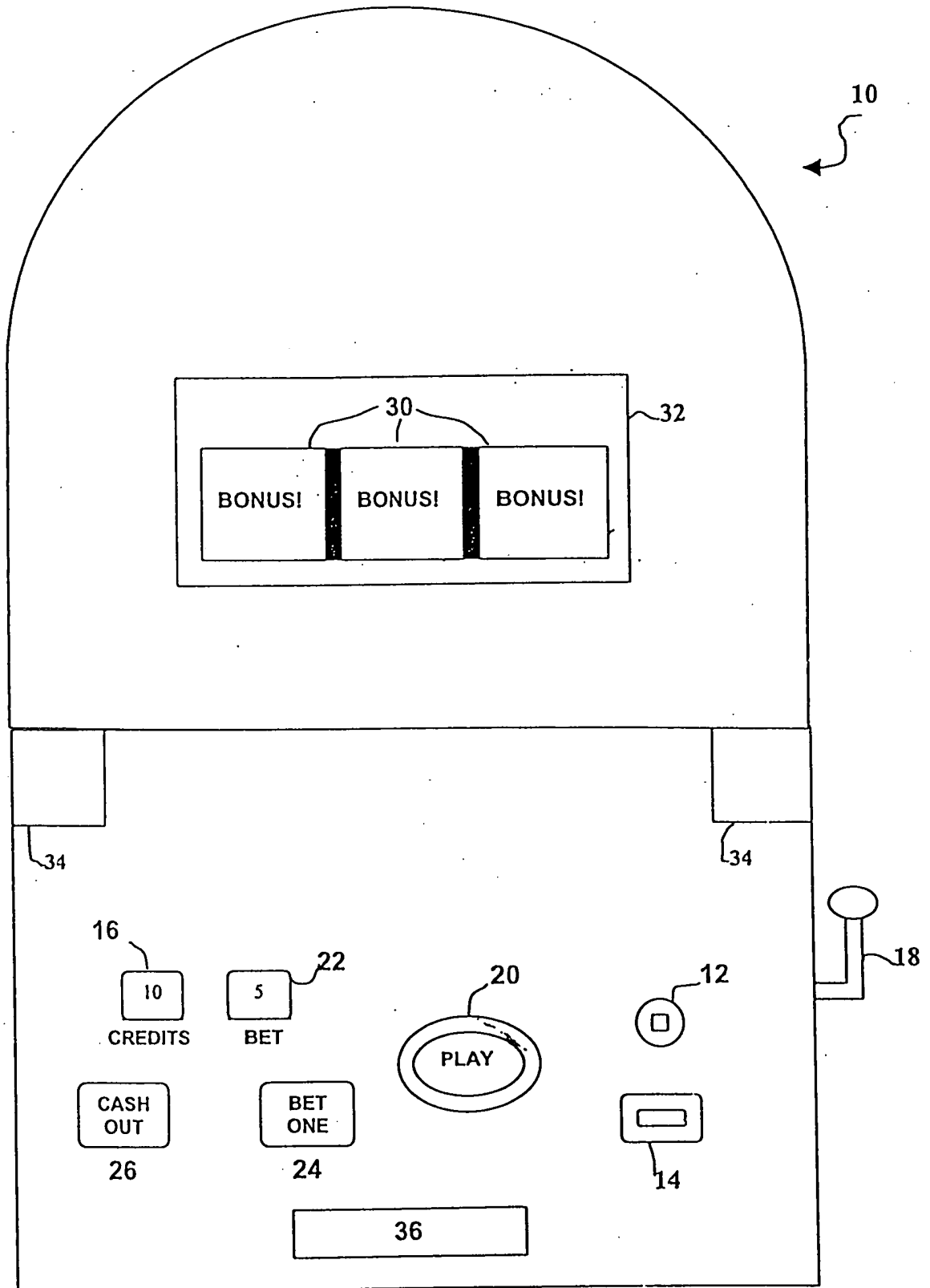


FIG. 1B

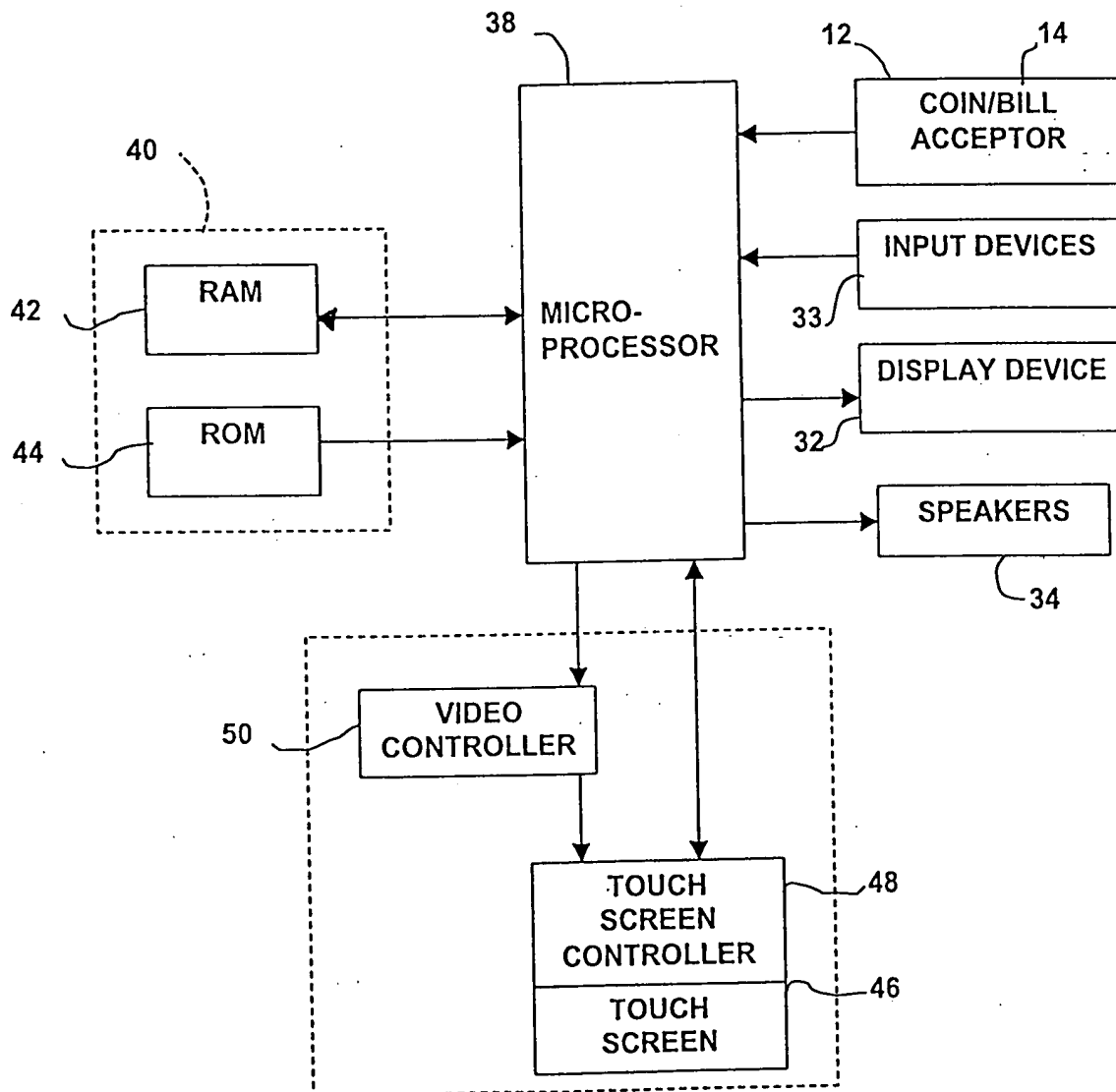


FIG. 2

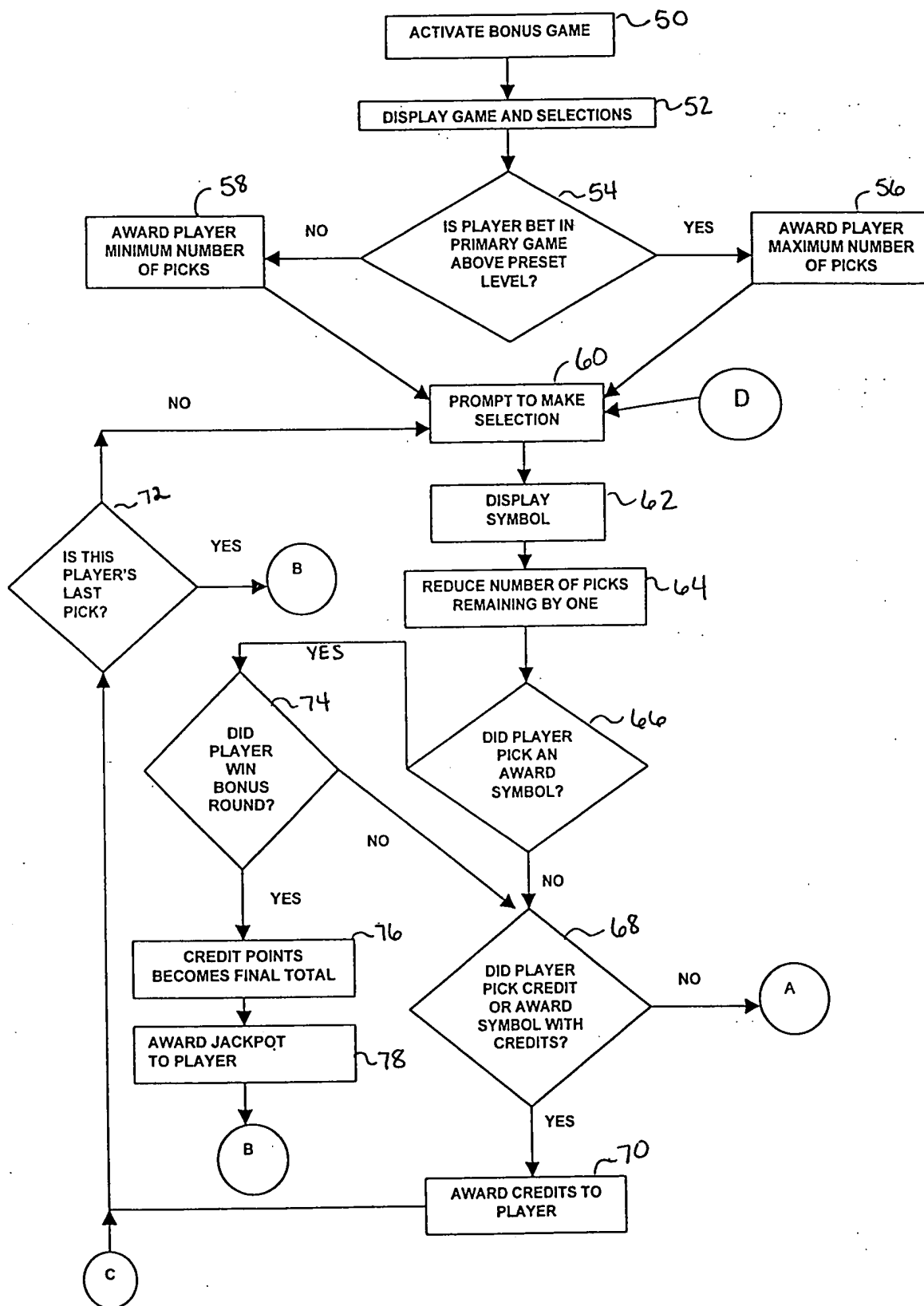


FIG. 3A

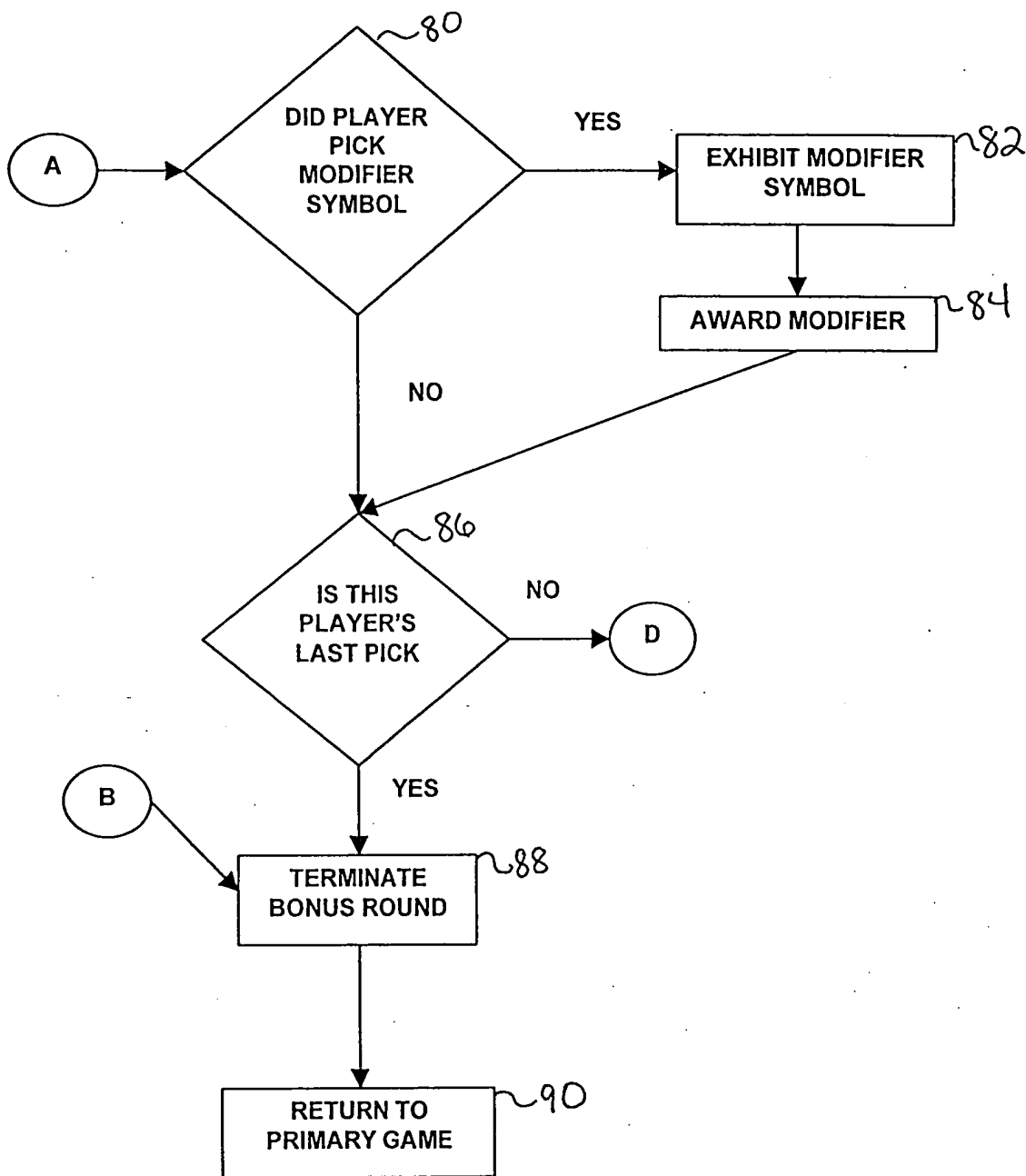


FIG. 3B

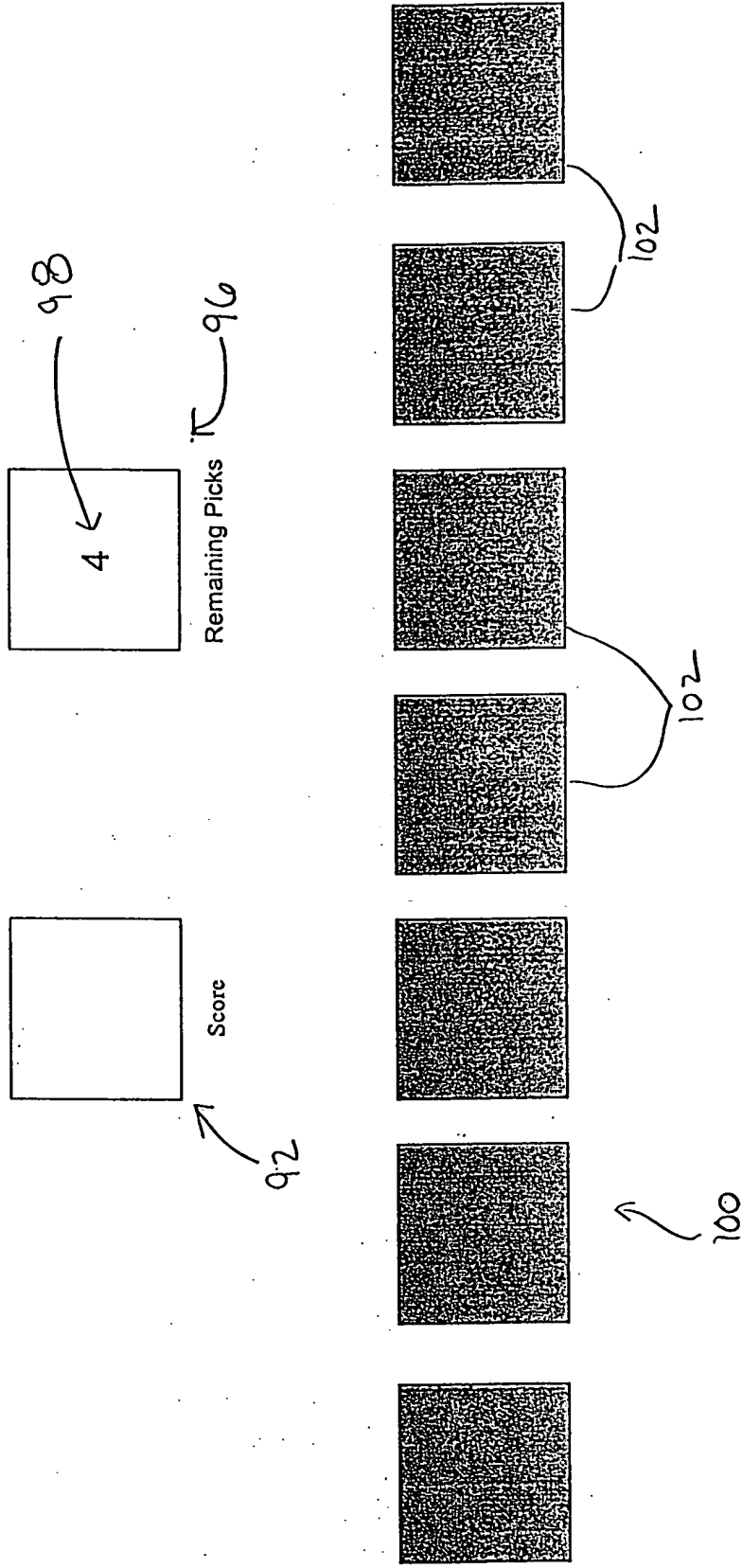


FIG. 4A

FIG. 4B

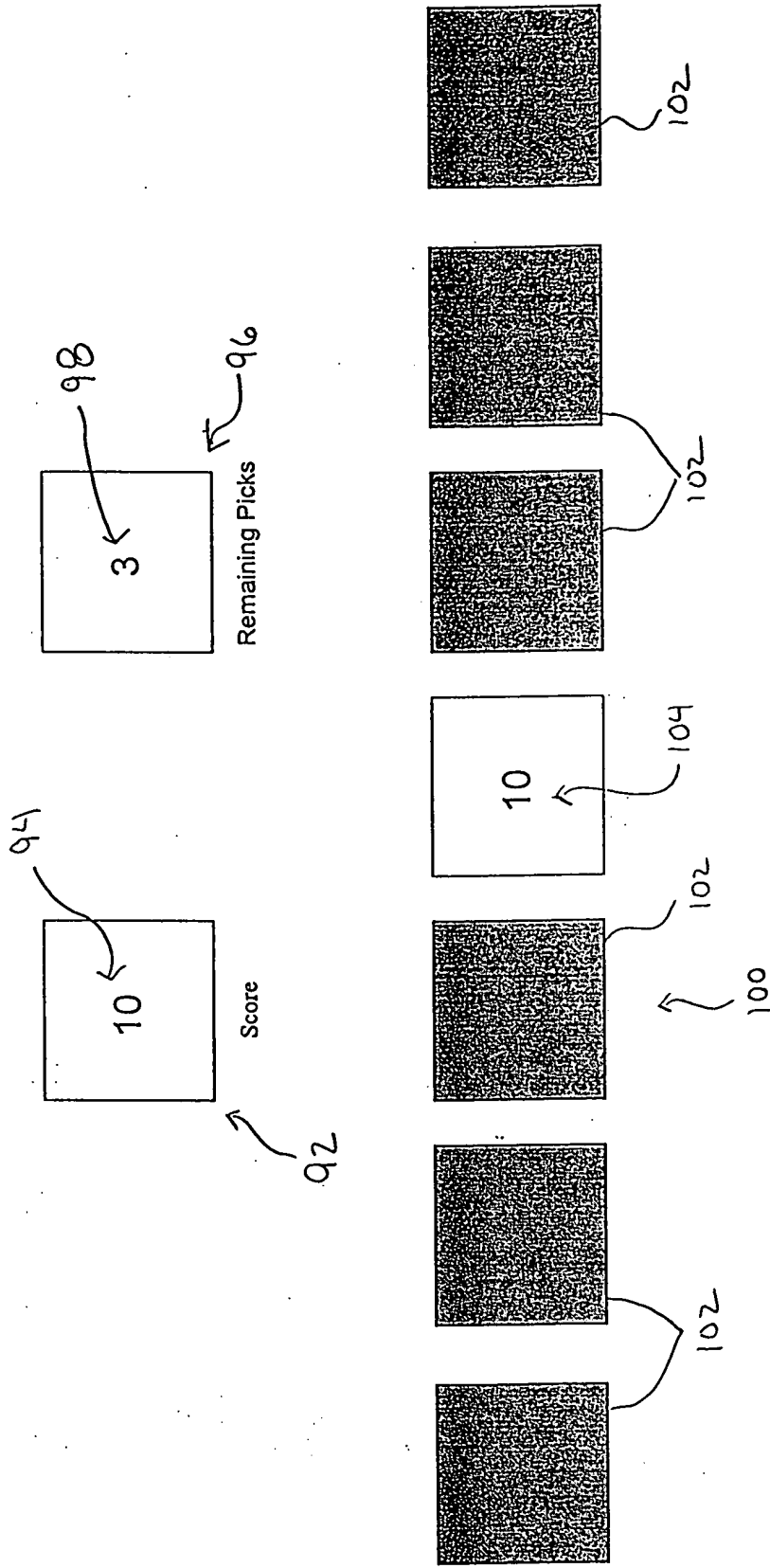


FIG. 4B

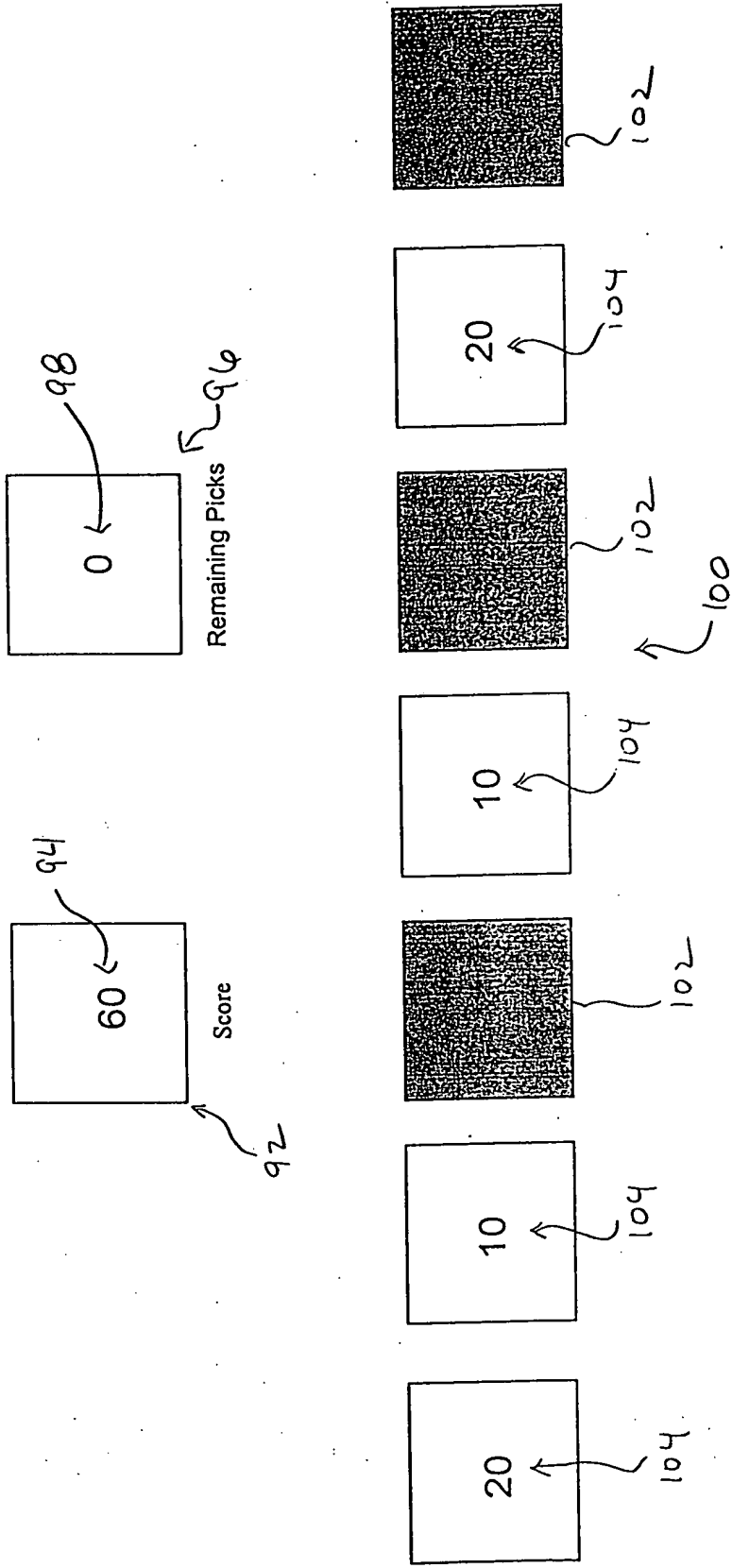


FIG. 4C

FIG. 5A

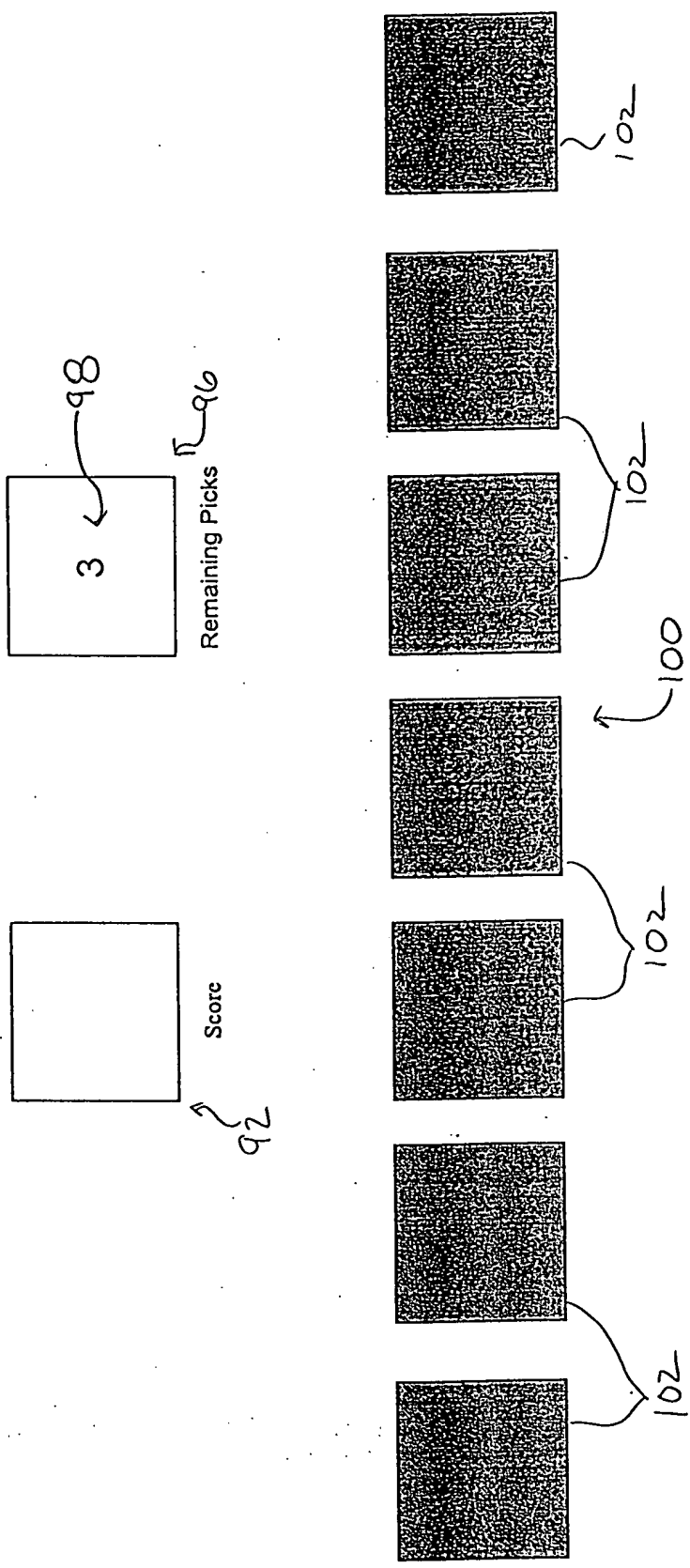


FIG. 5A

FIG. 5B is a schematic diagram of a game board 100, showing a score area 102, a remaining picks area 104, and a remaining picks area 106.

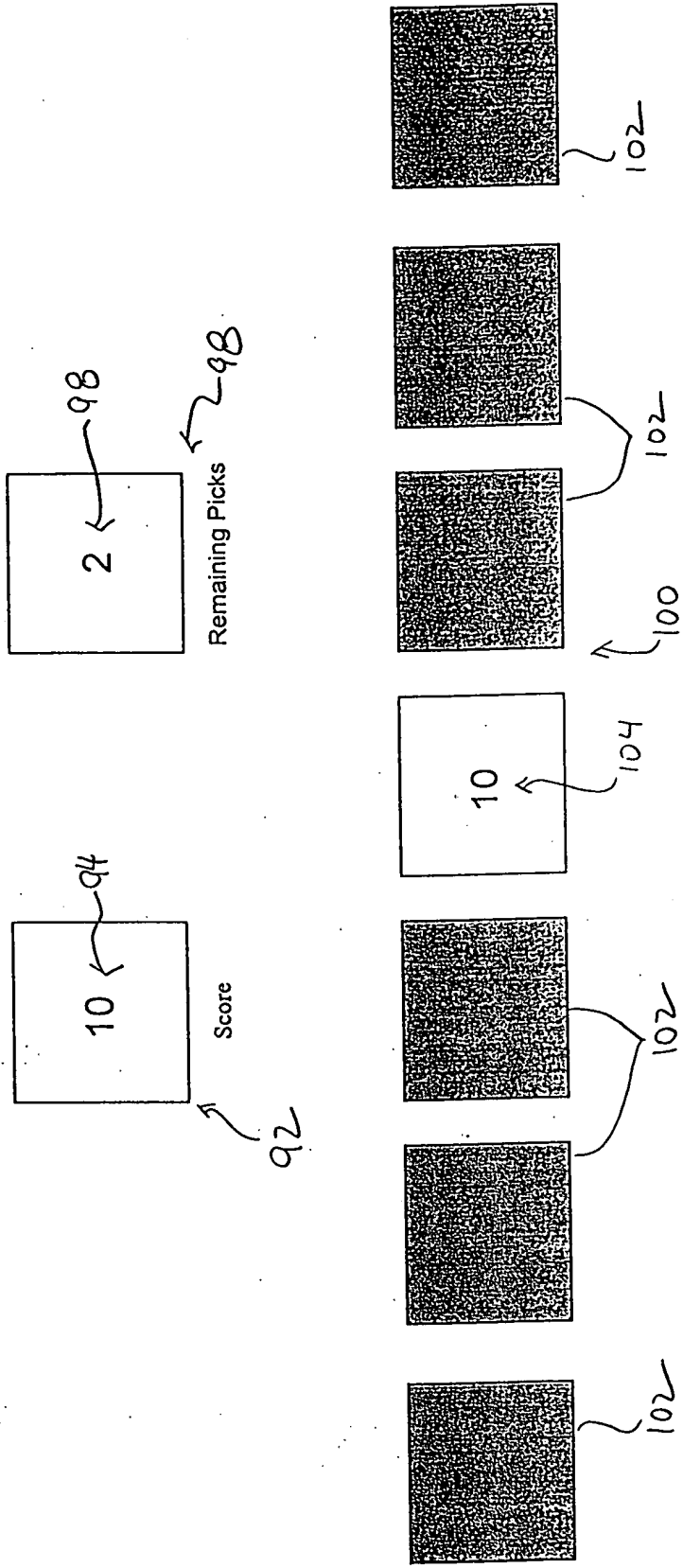


FIG. 5B

FIG. 5C

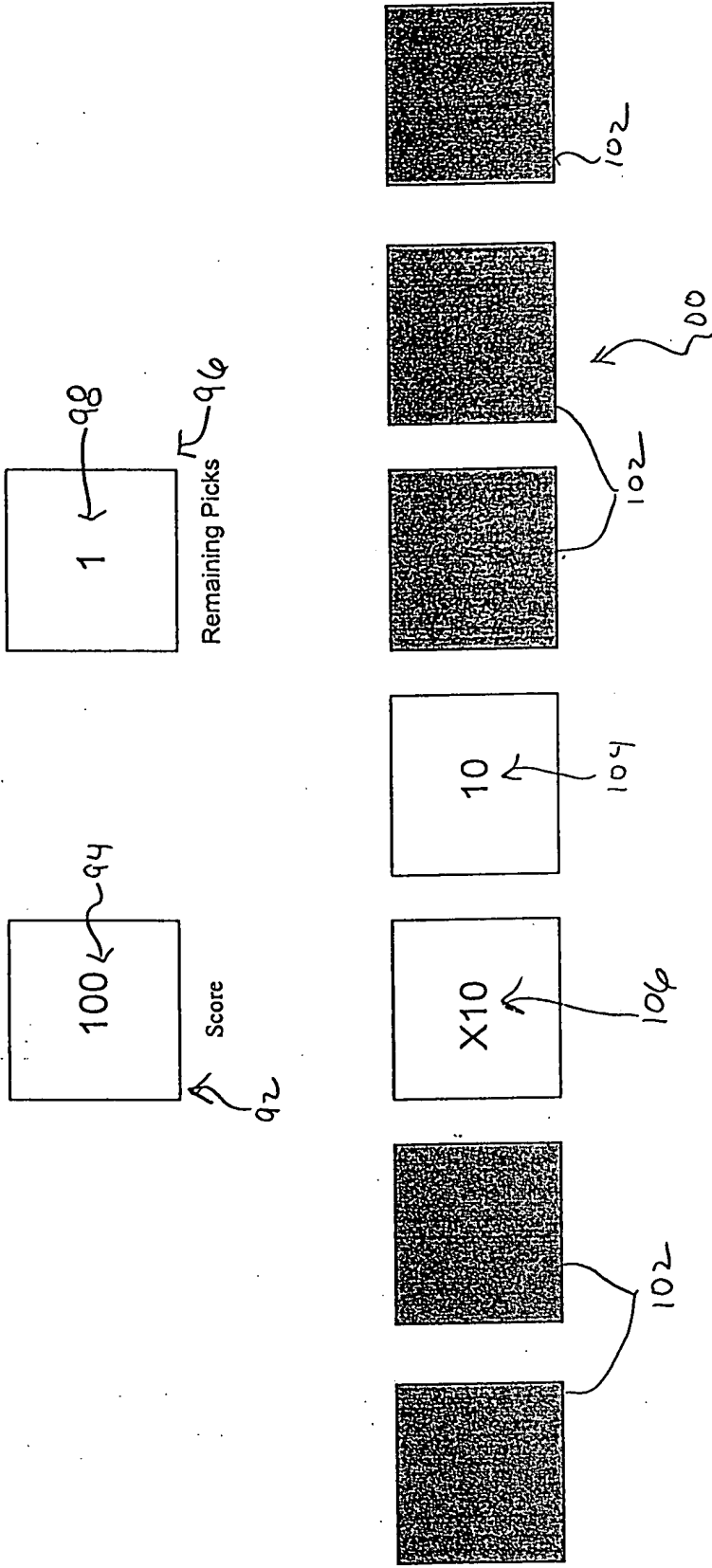


FIG. 5C

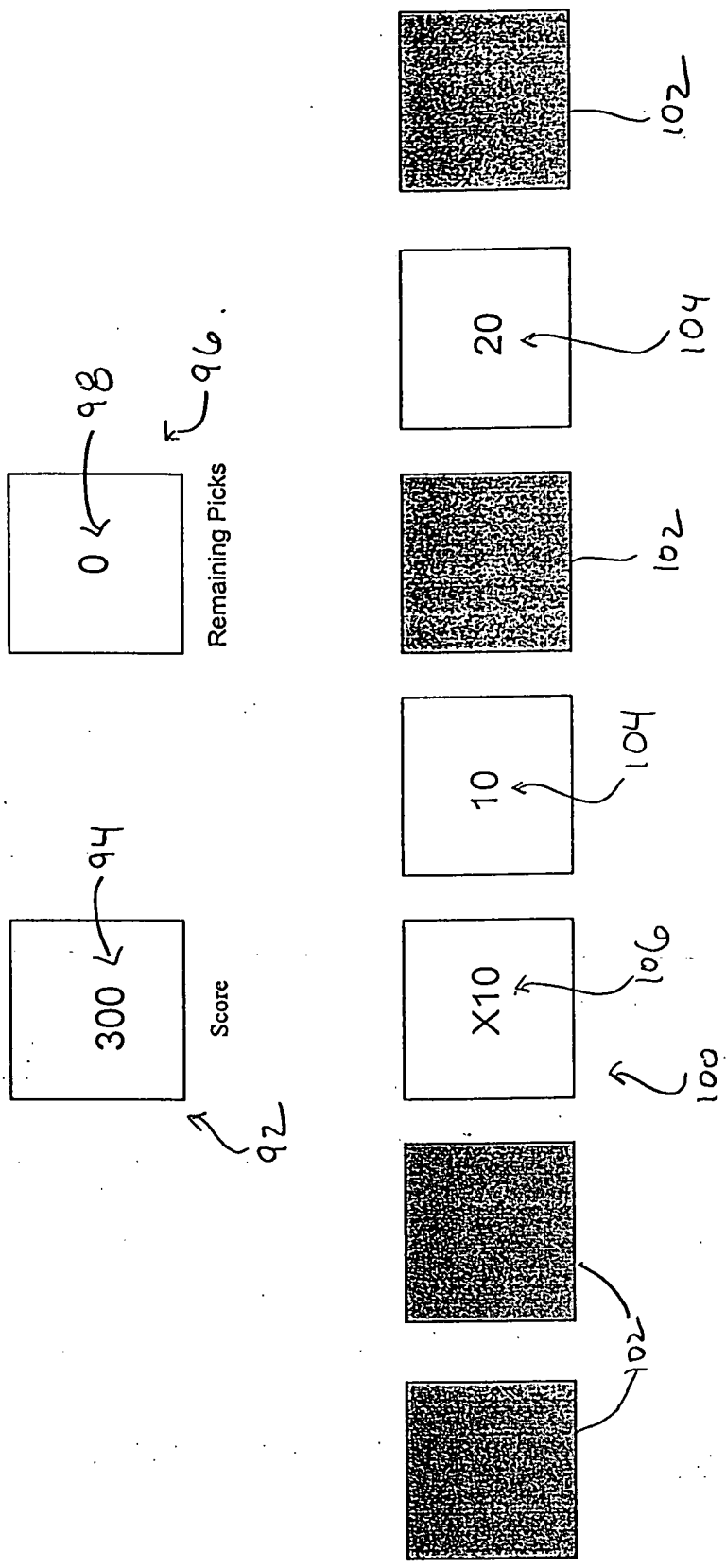


FIG. 5D

FIG. 6A

FIG. 6B is a flowchart illustrating a process for determining a score based on a number of picks.

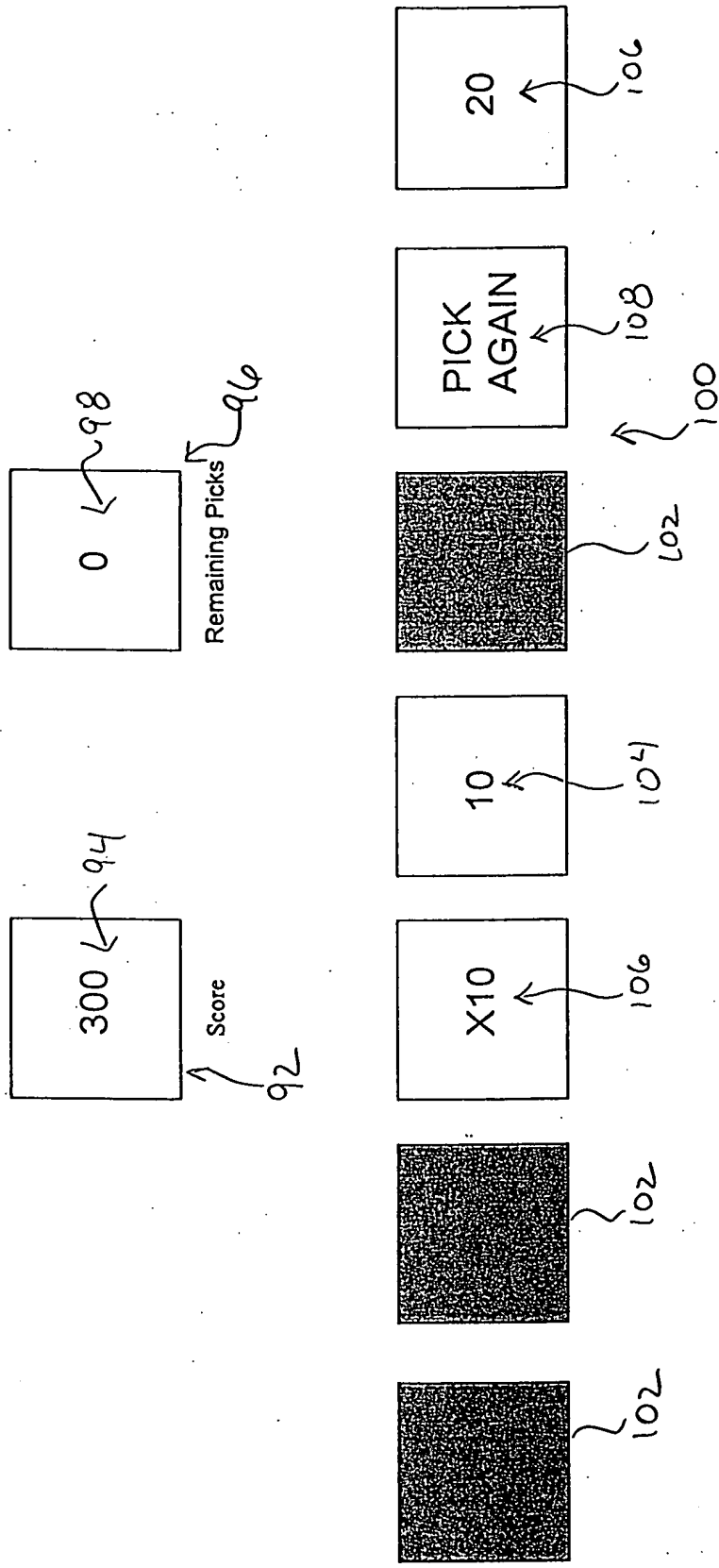


FIG. 6B

FIG. 7 is a schematic diagram of a system 100 for determining a score for a set of items 102.

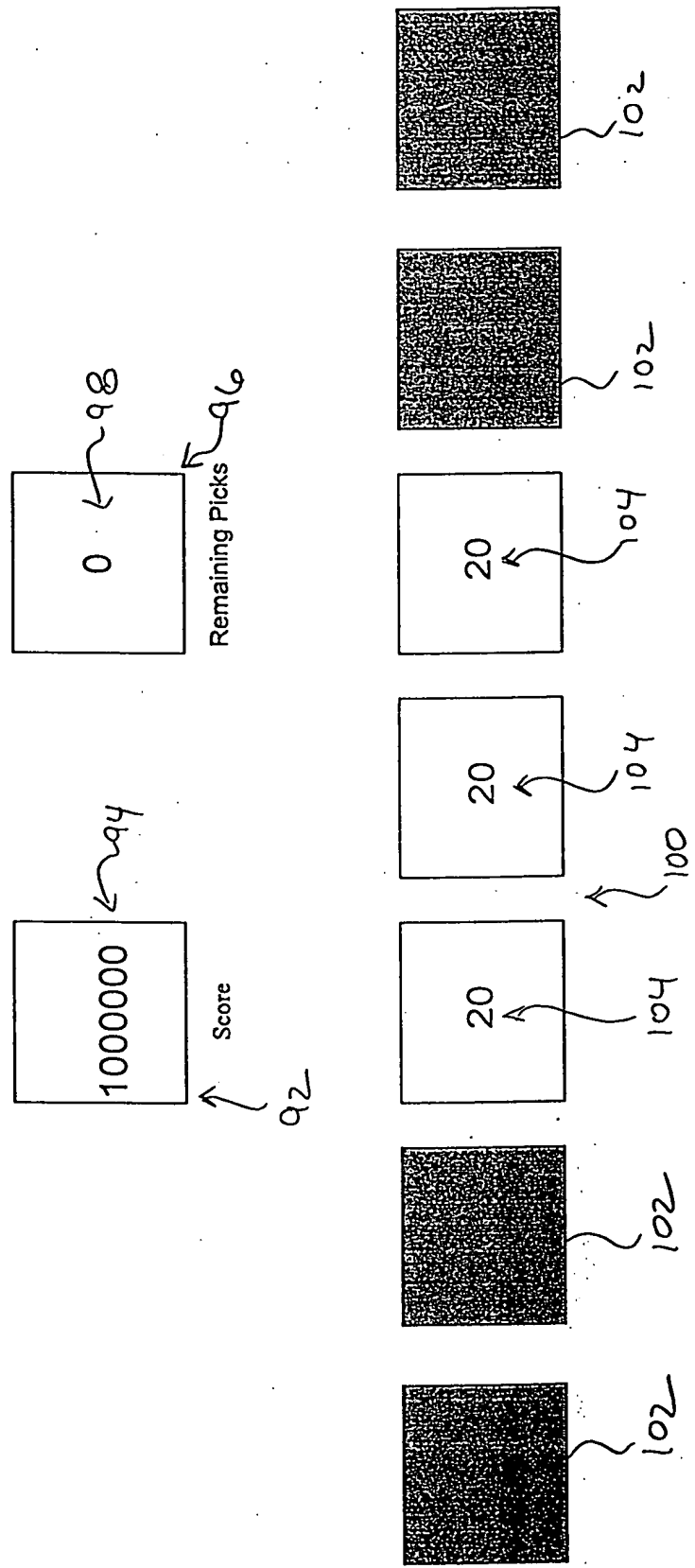


FIG. 7

